

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (currently amended) A method of searching a participant or participants in an online game or online chatting, ~~wherein, when~~ comprising:

receiving participant search information from one of subscribers in starting the online game or online chatting on a network to which a plurality of subscribers are is connected with a network server as a core; ~~the network server having received participant search information from one subscriber~~

managing a channel and a relation between an ID and an IP address of all of the subscribers currently logging-in;

~~collates~~ collating attribute information concerning ~~network~~ the subscribers stored in the server to the participant search information;

~~selects~~ selecting a subscriber or another of the subscribers other than the one of the subscribers corresponding to the participant search information and also currently connected to the network;

~~distributes~~ distributing participant recruiting information to the another of the subscribers; subscriber(s); and

~~returns~~ returning participation acceptance information ~~for the subscriber(s)~~ from the another of the subscribers having accepted the recruiting information to the ~~subscriber~~ one of the subscribers.

2. (currently amended) A participant search device used for an online game or online chatting performed on a network to which a network server and a plurality of network terminals are connected, wherein said network server comprises:

a subscriber attribute information storage section for storing attribute information for network subscribers;

an ID storage section for storing therein IDs of the subscribers;

a participant selection section for selecting ~~a subscriber or~~ at least one of the subscribers satisfying ~~the~~ conditions specified in a request from ~~a demander for an game or chatting from another~~ of the subscribers with the attribute information stored in the subscriber attribute information storage section; and

a log-in monitoring section for managing a relation between an ID and an IP address of ~~each subscriber~~ all of the subscribers currently logging-in and ~~the~~ a channel, ~~while~~ wherein each of the network ~~terminal~~ terminals comprises:

an ID retaining section for retaining an ID assigned to the ~~terminal~~ each of the terminals from the network server, and

an IP recording section for temporally recording therein an IP address assigned by a provider to which each ~~subscriber~~ of the subscribers subscribes during ~~the~~ an online mode until an operation for switching to ~~the~~ an offline mode is performed.

3. (currently amended) The participant search device according to claim 2, wherein said each of the network terminal terminals further comprises an ID storage section for selecting candidates for ID exchange from ~~network~~ the subscribers and storing the subscribers IDs in the ~~terminal~~ each of the network terminals.

4. (currently amended) A network server having a communication server section for searching a participant or participants in an online game or online chatting, wherein the communication server section comprises:

a subscriber attribute information storage section for storing therein attribute information for network subscribers;

an ID storage section for storing therein ~~the~~ subscribers' IDs;

a participant selection section for selecting ~~appropriate participant(s) from~~ at least one of the subscribers with the attribute information having been stored in the subscriber attribute information storage section in response to a demand ~~for an adversary or adversaries in a game or chatting~~ from another of the subscribers; and

a log-in monitoring section for managing a relation between an ID and an IP address of ~~each subscriber~~ all of the subscribers currently logging-in and ~~the~~ a channel.

5-6. (canceled)

7. (currently amended) A computer program for a network server embedded in a computer readable medium for searching a participant or participants in an online game or online chatting comprising the steps of:

managing a channel and a relation between an ID and an IP address of all of subscribers currently logging-in,

receiving participant search information from a ~~subscriber~~ one of the subscribers connected to a network;

collating the participant search information to attribute information for the network subscribers stored in the server and selecting ~~appropriate subscriber(s)~~ another of the subscribers currently connected to the network;

distributing participant recruiting information to the ~~subscriber(s)~~ another of the subscribers; and

returning participation acceptance information for the another of the subscribers having accepted the recruiting information to the ~~subscriber~~ one of the subscribers.

8. (new) The method of searching according to claim 1, wherein said managing the channel and the relation includes managing a channel and a relation between servers.

9. (new) The computer program according to claim 7, wherein said managing the channel and the relation includes managing a channel and a relation between servers.